



G A L O R A T H

Improving Outcomes on Experimental Projects

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Galorath Incorporated



Project Management Challenge 2006

What Characterizes An Experimental Project?

- **Intricate**
- **Constraints on resources, duration**
- **Volatile**
- **Uncertain in several ways**
- **“A hard nut needing to be cracked.”**

I Want To Do Better

● Lee Fischman

- Special Projects Director, Galorath Incorporated

FAR OUT

Advanced Cost Model for
Space Concepts Development

NexGen

Advanced Software
Project Cost Model

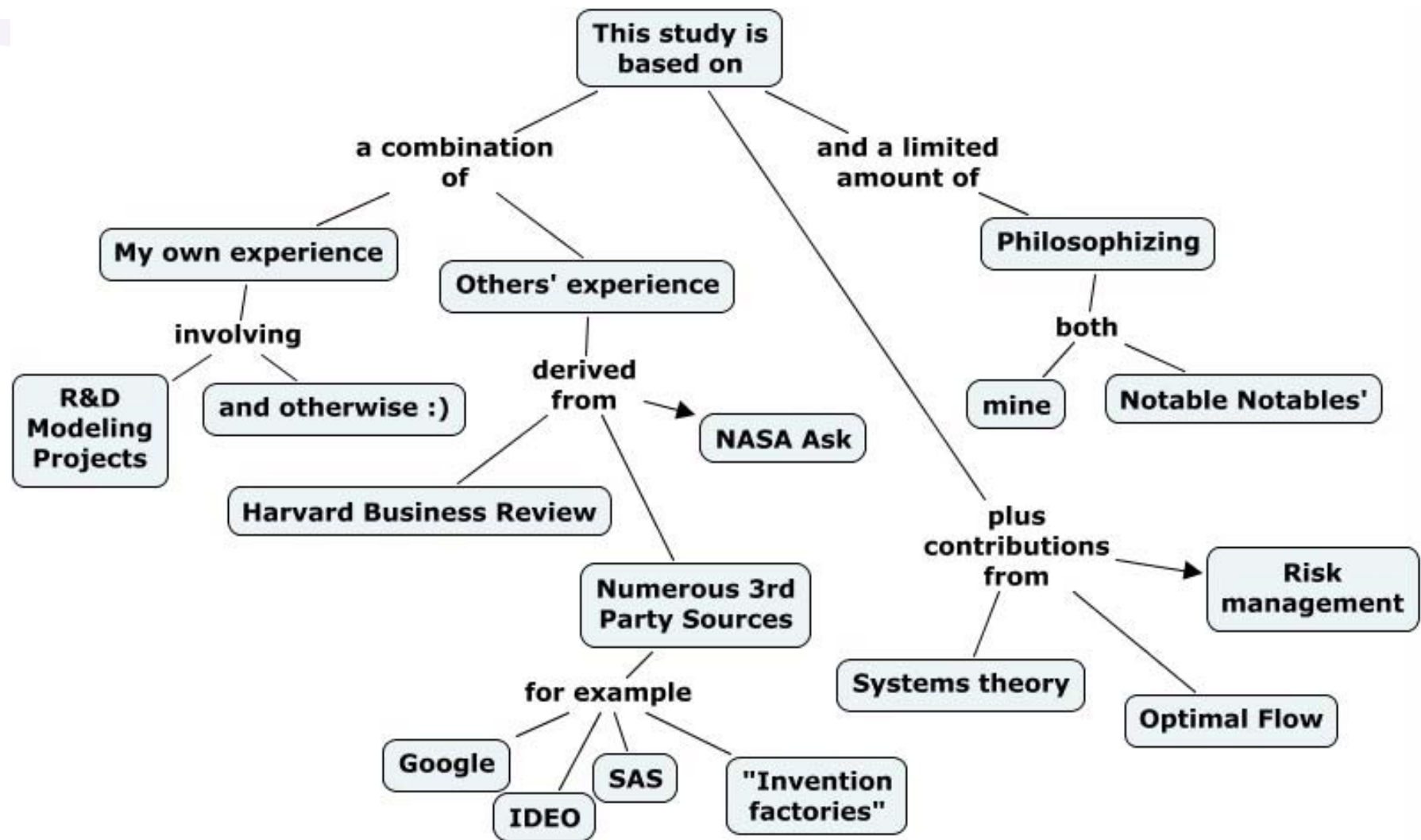
CriticalMass

Automatic Size Extraction
From Requirements

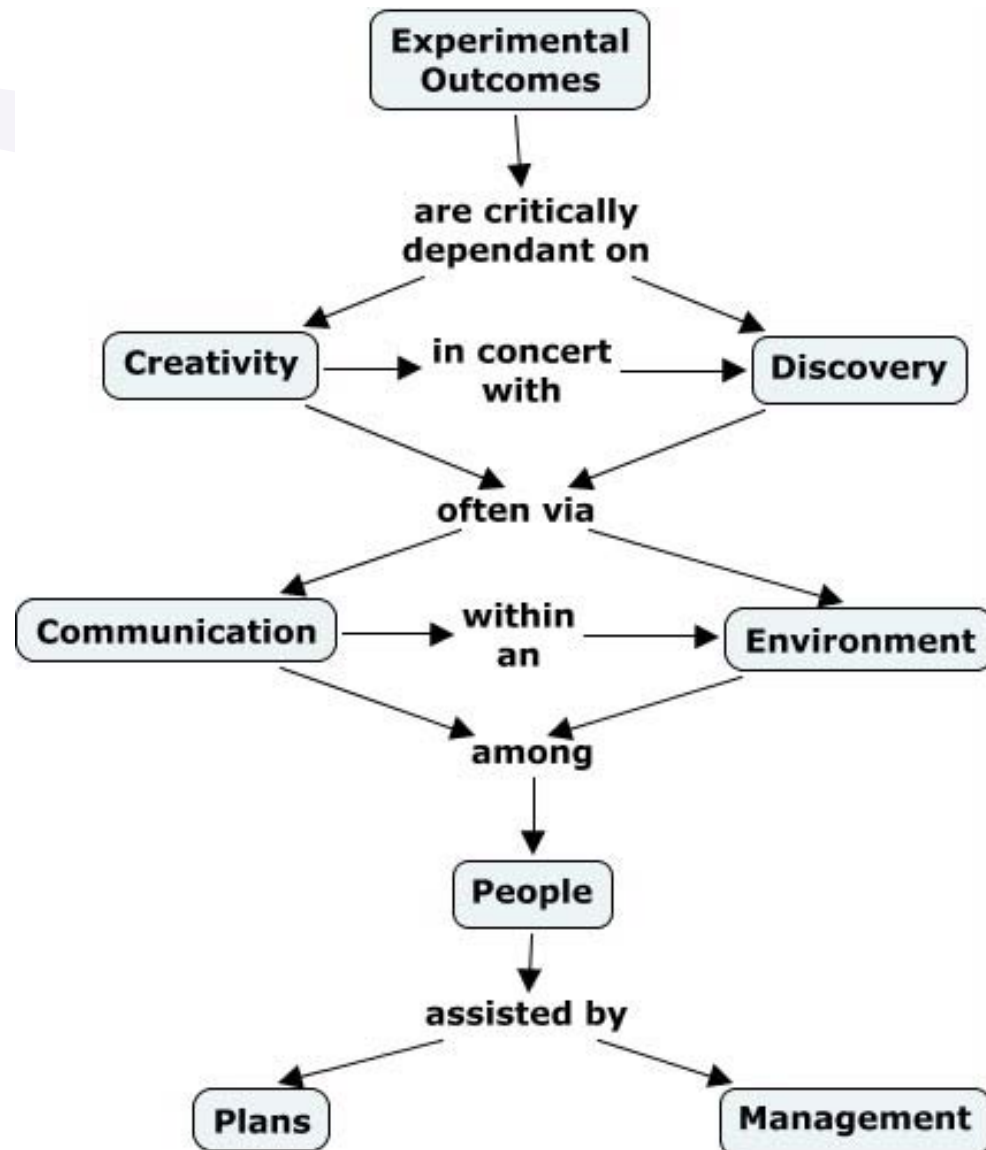


Miles Stone Fischman
(Biggest Experimental Project Yet!)

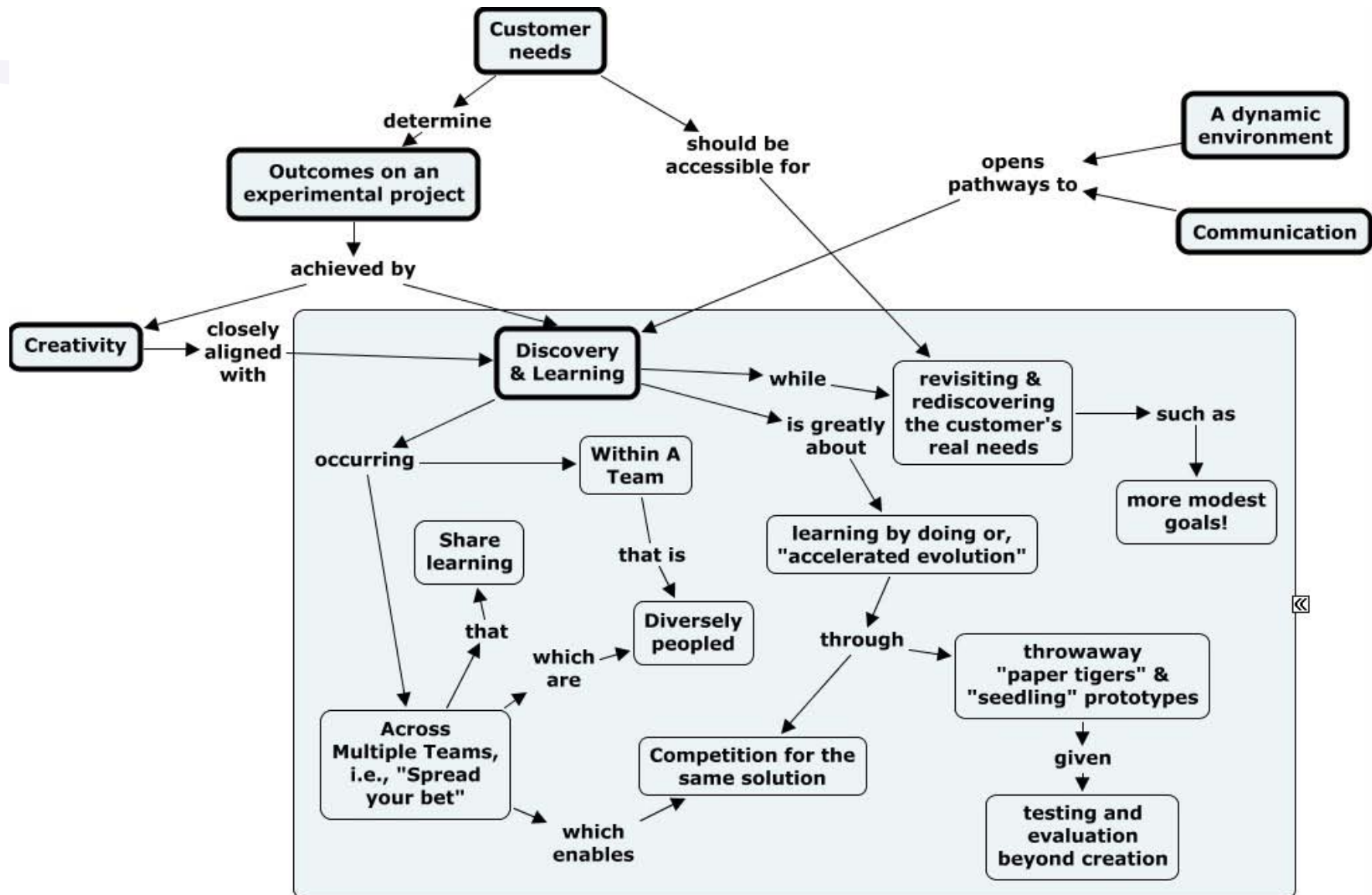
Basis For This Study



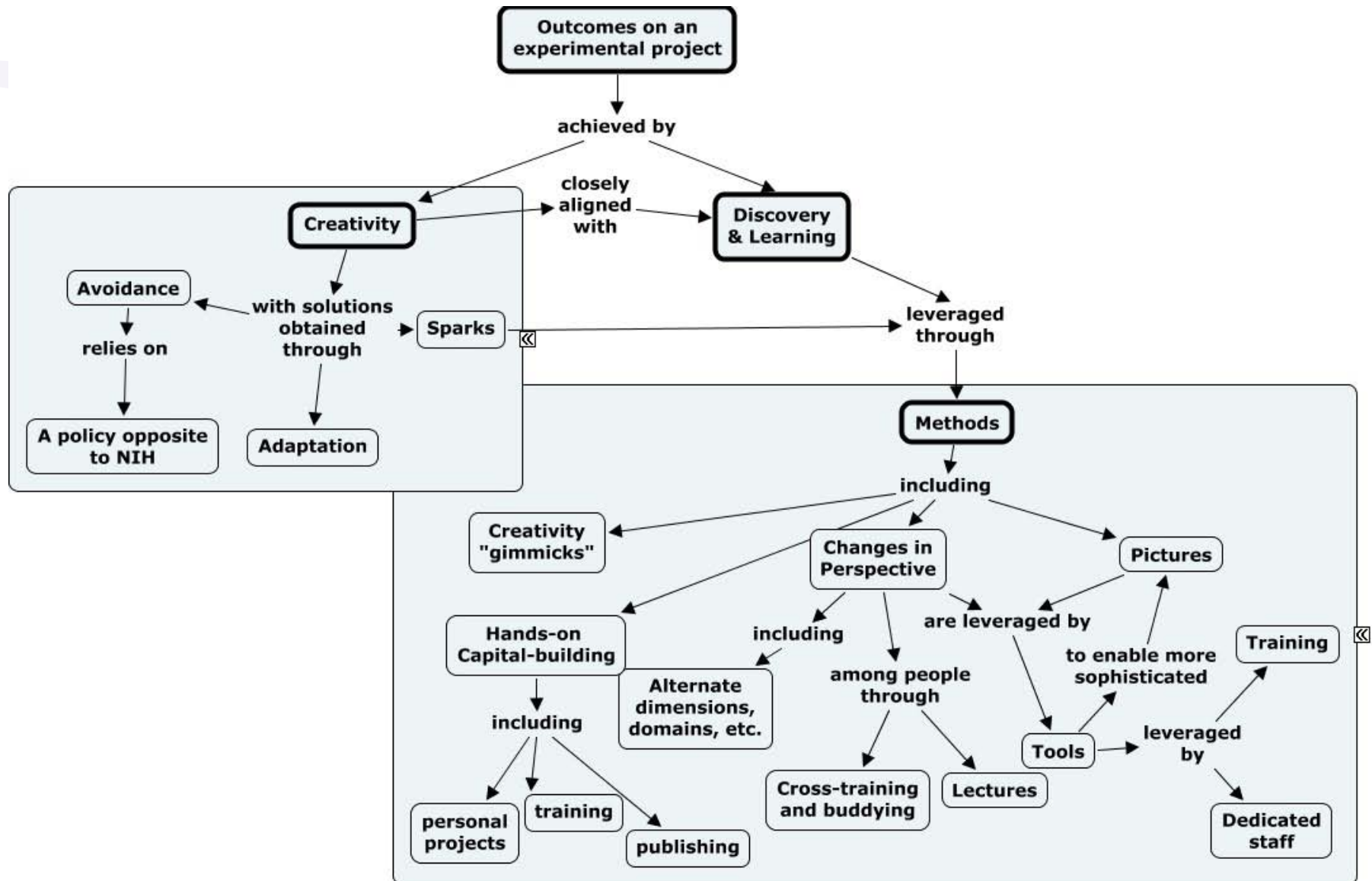
High Level View



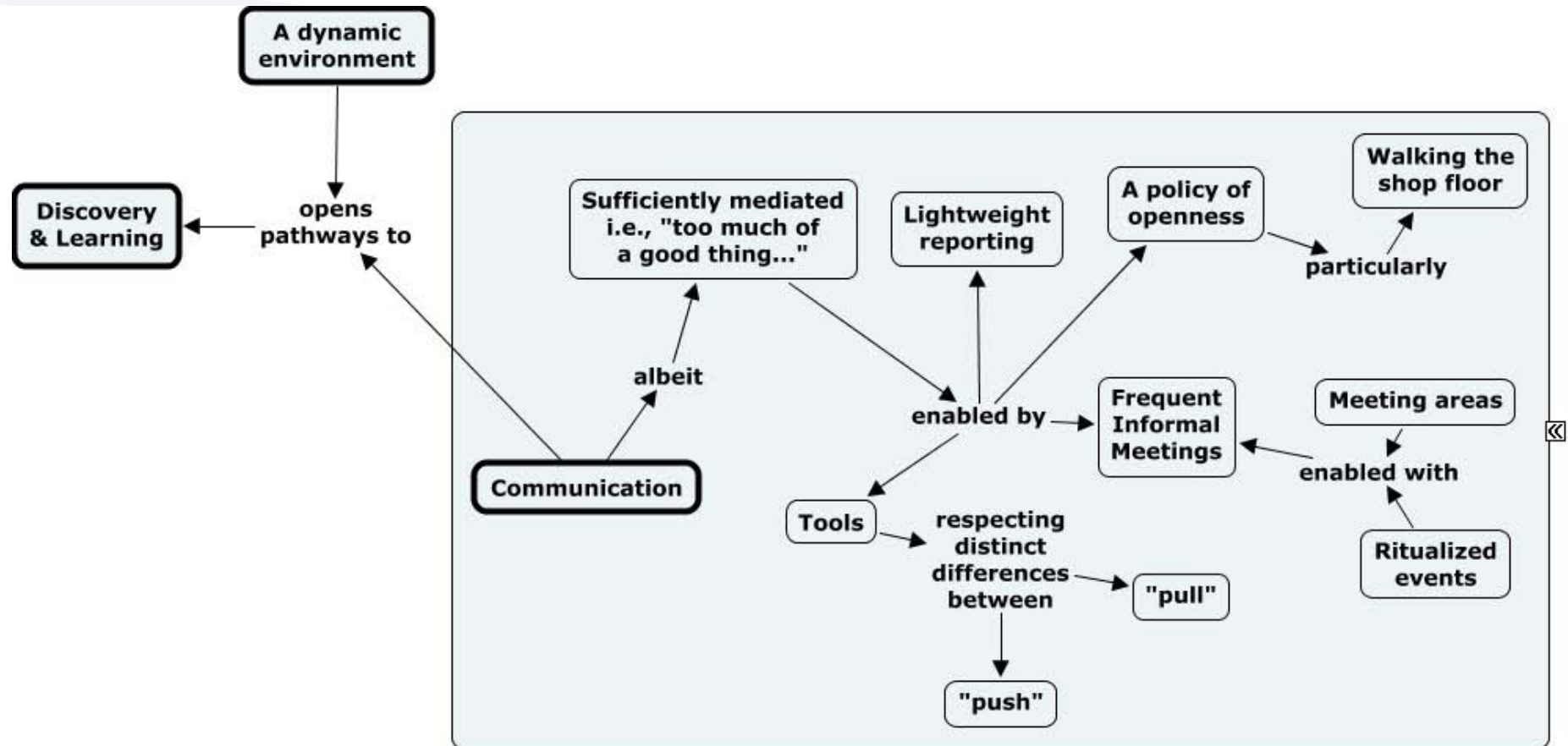
Discovery & Learning



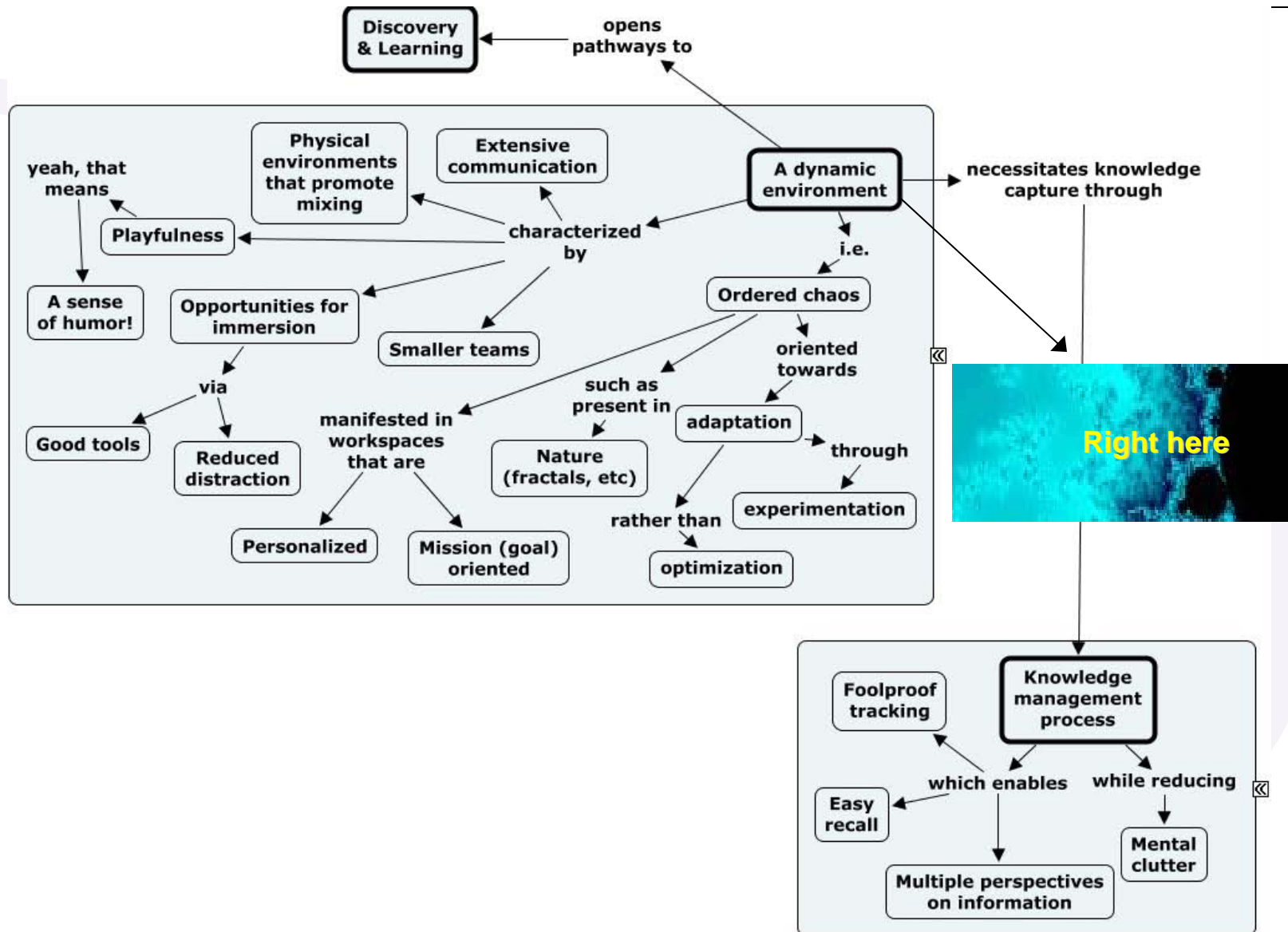
Creativity



Communication



Dynamic Environment



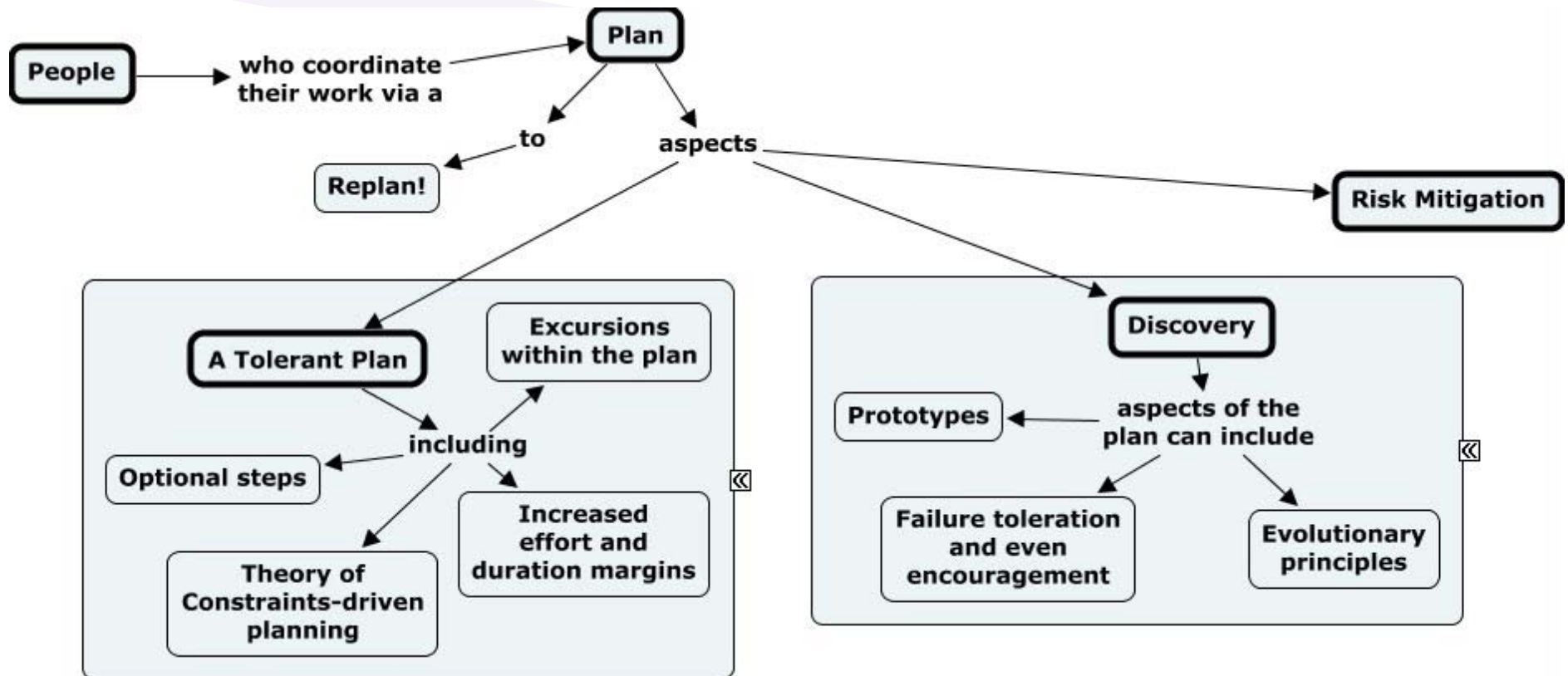


Enable “Freeflows” Via Roles

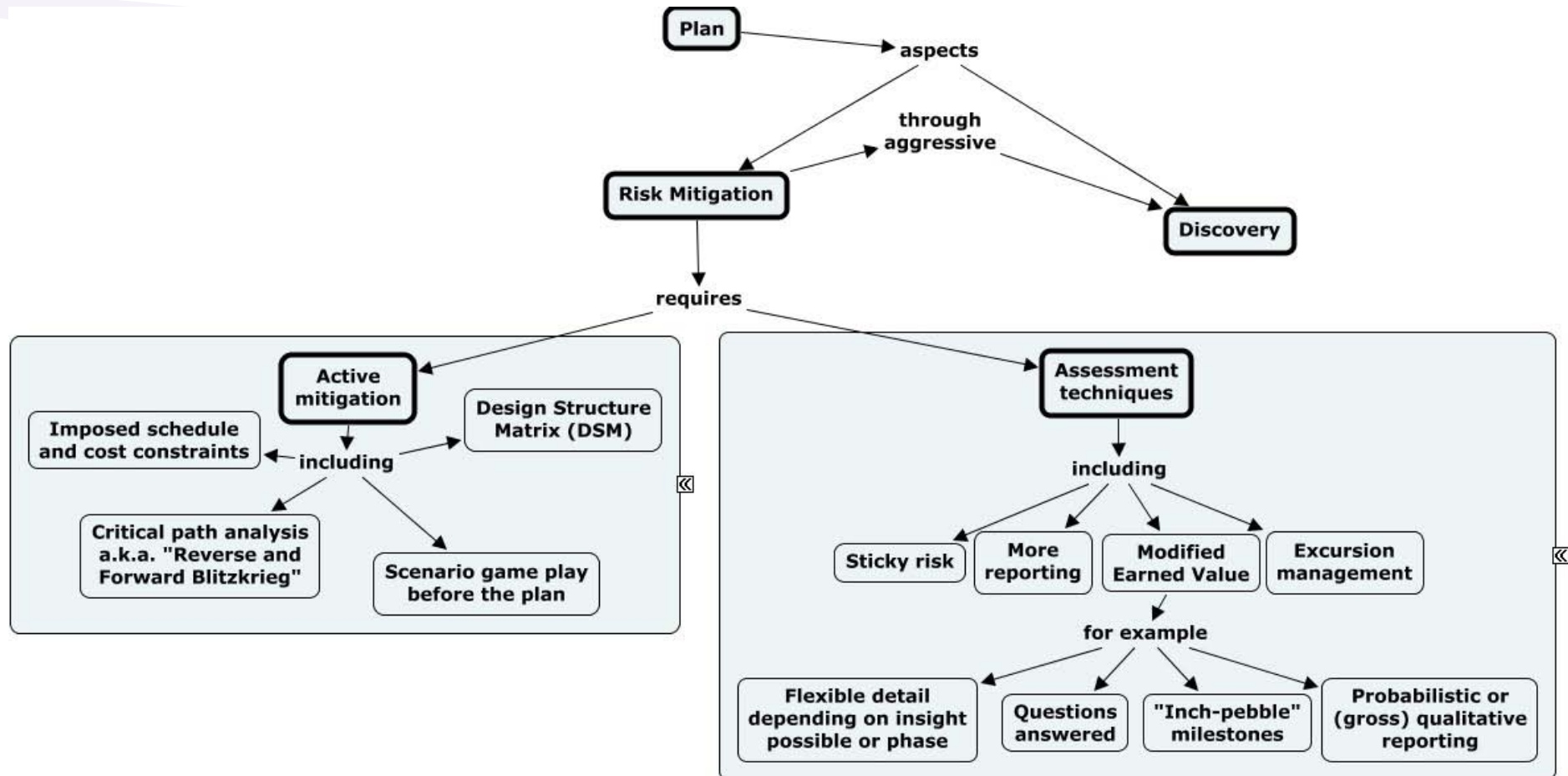
Freeflows (def): Efficient, open channels that facilitate progress. These must be enabled and maintained.

- **Leaders** – To keep the team on track, even if there is no real leader.
- **Ambassadors** – Free most of the team from the outside world, except when it helps them in some way.
- **Admins** – Who get rid of the chores.
- **Secretary** – Who keeps everything organized.
 - Oftentimes the best secretary actually is project lead, who is empowered to create and maintain systems of organization, is smart enough to “get” what is being looked at, and for whom the act of organization helps in understanding the project as it is.
- **Mad Scientists** – People who aren’t comfortable doing anything more than being eccentric, but usefully so.
- **Hard Workers** – Cooperative and dependable individuals who do most of the work.
- **Scouts** – The people who beg, borrow and “steal”.
- **Searchbots** – Keep the team’s intellectual output at fingertip reach; current leading tools include include GoogleDesktop and X1.

Plan



Risk Mitigation



Key Themes For Improving Experimental Projects

- **Communication channels need to be fortified.**
- **Environments that are “dynamic” help lubricate creative processes.**
- **Management is present to enable rather than direct.**
- **Learning and discovery is a significant theme, implemented via prototyping, team competition, exhaustive research, etc.**
- **Plans permit a dynamic journey through revision, increased margins, prototyping iterations, optional steps and modified earned value metrics.**

Thank you!

Built using IHMC's CMAP. For the concept map underlying this presentation, contact info@galorath.com